Name	Game	Body	Left Arm	Right Arm	Legs
Special Models					
Type 11 Raven	FM2089	Type 150 + 1	Type 105 + 1	Dasler Claw + 1	Zenith V + 1
Type 11 Raven	FM1st	Type 150	Type 105	Dasler Claw	Zenith V
Type 11 Raven	FM2	Raven	Raven	Raven	Raven
Type 11 Raven	FM3	Hoshun Mk.112	Hoshun Mk.112	Hoshun Mk.112	Zenith Rev
Type 11 Raven	FM4	Type 150X	Zenith RV	Zenith RV	Zenith RV
Type 11 Raven	FM5	Zenith RV	Dasler Claw	Zenith RV	Zenith RV
Gepard Neun	FM2089	Numsekar	Igel Eins H	Igel Eins H	Igel Eins H
Gepard Neun	FM1st	Numsekar	Igel Eins H	Igel Eins H	Igel Eins H
Gepard Neun	FM2	Zeal B1	Mythos B	Mythos B	Zenith X
Gepard Neun	FM3	Grille Sechs	Grille Sechs	Grille Sechs	Zenith Rev
Gepard Neun	FM4	Grille Sechs H	Grille Sechs H	Grille Sechs H	Zenith V
Gepard Neun	FM5	Grille Sechs H	Grille Sechs	Grille Sechs	Zenith
Frost HW, Grieg Build	FM2	Frost M50	Frost M50	Frost M50	Frost M50
Frost HW, Josh Build	FM2	Frost M50	Frost M50	Frost M50	Frost M50
Frost HW, Rebus Build	FM2	Frost M50	Frost M50	Frost M50	Frost M50
Frost HW, Grieg Build	FM4	Frost M	Frost M	Frost M	Frost M
Frost HW, Josh Build	FM4	Frost M	Frost M	Frost M	Frost M
Frost HW, Rebus Build	FM4	Frost M	Frost M	Frost M	Frost M
Frost HW, Grieg Build	FM5	Frost HW	Frost HW	Frost HW	Frost HW
Frost HW, Josh Build	FM5	Frost HW	Frost HW	Frost HW	Frost HW
Frost HW, Rebus Build	FM5	Frost HW	Frost HW	Frost HW	Frost HW
Regular Models					
Raid series	FM5	Kyojun LT	Kyojun LT	Kyojun LT	Kyojun LT
Vaje series	FM5	Vaje	Crustacia	Crustacia	Schakal LW
Zaigaut series	FM5	Cancer	Cancer	Cancer	Cancer
Wildgoat series	FM5	Luftrauber	Grapple FS2	Grapple FS2	Grapple FS2

Backpack	Computer	Left Hand	Right Hand	Left Shoulder	Right Shoulder
Squalo	SI Prototype	Uranio + 2	Dasler Claw + 1	WS-14B + 2	WS-14B + 2
Squalo	SI BD-6Kr	Uranio	Dasler Claw	WS-14B	WS-14B
AG-450S	Koodoo	Raven Claw	Clavier	None	None
Placid	COMG10	Hard Blow	Kodo SN990	None	None
TB-60SP	N/A	Soul Buster	22sn Leosocial	None	None
Turbo	N/A	Dasler Claw	22sn Leosocial	None	None
Bag Worm	RG-0624z	Battle Tusk	Grave 2	None	None
Bag Worm	RG-0624z	Hard Blow	Grave 2	None	None
BP-T4C	Balliol	Press Stake	Type 95 MG	None	None
BPT9MAX	COM6	Heavy Pile	Nissai 90MF	None	None
TB-90VS	N/A	Last Stake	Grave S2	None	None
Turbo Item	N/A	Battle Tusk 2	Grave	None	None
None	Delikat	Wander 20	Alchemy	None	None
None	Delikat	Rodder G	Rodder G	None	None
None	Delikat	None	None	Egret F	Goldias
None	N/A	Firebird	None	None	None
None	N/A	F-5 Hand Rod	F-5 Hand Rod	None	None
None	N/A	None	None	Galbados	Goldias
Turbo	N/A	Glowtusk	Ibis	None	None
Turbo	N/A	F-4 Hand Rod	F-4 Hand Rod	None	None
Turbo	N/A	None	None	Egret	Goldias
Item Turbo	N/A	None	None	None	None
Sensor EMP	N/A	None	None	None	None
Sensor EMP	N/A	None	None	None	None
Item Turbo	N/A	None	None	None	None

Name	Game	Left Hand	Right Hand	Left Shoulder	Right Shoulder
Special Models					
Type 11 Raven	FM2089	21 x 3	97 x 1	N/A	N/A
Type 11 Raven	FM1st	19 x 3	96 x 1	N/A	N/A
Type 11 Raven	FM2	236 x 1	24 x 8	N/A	N/A
Type 11 Raven	FM3	117 x 1	38 x 10	N/A	N/A
Type 11 Raven	FM4	164 x 1	8 x 16	N/A	N/A
Type 11 Raven	FM5	204 x 1	23 x 12	N/A	N/A
Gepard Neun	FM2089	52 x 1	16 x 4	N/A	N/A
Gepard Neun	FM1st	80 x 1	14 x 4	N/A	N/A
Gepard Neun	FM2	193 x 1	26 x 9	N/A	N/A
Gepard Neun	FM3	309 x 1	63 x 10	N/A	N/A
Gepard Neun	FM4	180 x 1	19 x 12	N/A	N/A
Gepard Neun	FM5	266 x 1	35 x 11	N/A	N/A
Frost HW, Grieg Build	FM2	105 x 1	93 x 1	N/A	N/A
Frost HW, Josh Build	FM2	145 x 1	145 x 1	N/A	N/A
Frost HW, Rebus Build	FM2	78 x 1	78 x 1	48 x 4	70 x 1
Frost HW, Grieg Build	FM4	333 x 1	N/A	N/A	N/A
Frost HW, Josh Build	FM4	150 x 1	150 x 1	N/A	N/A
Frost HW, Rebus Build	FM4	N/A	N/A	336 x 1	126 x 3
Frost HW, Grieg Build	FM5	285 x 1	261 x 1	N/A	N/A
Frost HW, Josh Build	FM5	207 x 1	207 x 1	N/A	N/A
Frost HW, Rebus Build	FM5	18 x 1	18 x 1	768 x 1	167 x 4
Regular Models					
Raid series	FM5	N/A	N/A	N/A	N/A
Vaje series	FM5	N/A	N/A	N/A	N/A
Zaigaut series	FM5	N/A	N/A	N/A	N/A
Wildgoat series	FM5	N/A	N/A	N/A	N/A

Color-Camo	Color-Armor	Color-Line
Black 0	N/A	N/A
Black 0	N/A	N/A
Darkness	N/A	N/A
Black	N/A	N/A
Grayish Blue	Gunmetal	Raven
Black	Grayish 1	N/A
Black	Grayish 1	N/A
White 0	N/A	N/A
Field Gray	N/A	N/A
White	N/A	N/A
White	Silver Gray	Black
Lynn White	Grayish 5	N/A
Prawn	N/A	N/A
Prawn	N/A	N/A
Prawn	N/A	N/A
Dark Red	Burnt Umber	Crimson
Dark Red	Burnt Umber	Crimson
Dark Red	Burnt Umber	Crimson
Hell's Wall	Boulder	N/A
Hell's Wall	Boulder	N/A
Hell's Wall	Boulder	N/A
N/A	N/A	N/A
N/A	N/A	N/A
N/A	N/A	N/A
N/A	N/A	N/A

Game	#1	#2	#3	#4	#5
Front Mission Alternative	M7 – 37	M2 – 21	M17A – 20	M6A – 20	M6B – 20
Front Mission 2089	M37 – 29	M11A – 21	M51 – 21	M46 – 20	M29 – 20
Front Mission 1st **(O.C.U.)**	S2 – 19	M15 – 19	S3 – 18	S4 – 17	M29 – 17
Front Mission 1st **(U.S.N.)**	S5 – 20	S4 – 18	M8 – 16	M13 – 15	M20 – 14
Front Mission 2	M22 – 28	M21 – 28	M26 – 27	M29 – 26	M27 – 26
Front Mission 3 **(DHZ)**	M12 – 9	M58 – 8	M57 – 8	M55 – 8	M53 – 8
Front Mission 3 **(U.S.N.)**	M44 – 10	M40 – 10	M32 – 10	M13B – 10	M45 – 9
Front Mission 4	M23 – 20	M20 – 19	M24 – 18	M28 – 16	M25 – 15
Front Mission 5 **(Normal)**	M15A – 36	M15B – 33	M26 – 27	M16 – 24	M20 – 23
Front Mission 5 **(Hard)**	M15A – 35	M15B – 35	M26 – 28	M11 – 26	M12A – 25

Game	E/M Total	Enemy Ave.	Pilot/Enemy	Most P/E (P)	Most P/E (E)
Front Mission Alternative	816/52	15,7	1,7	M24A, 12/14	M7, 6/37
Front Mission 2089	691/60	11,5	2,3	M9, 13/14	M37, 7/29
Front Mission 1st **(O.C.U.)**	458/35	13,1	1,1	M30, 18/11	S2, 12/19
Front Mission 1st **(U.S.N.)**	312/28	11,1	1,6	M8, 12/16	S5, 7/20
Front Mission 2	617/33	18,7	1,6	M18, 15/25	M22, 12/28
Front Mission 3 **(DHZ)**	375/60	6,3	1,6	M31, 10/6	M12, 4/9
Front Mission 3 **(U.S.N.)**	581/87	6,7	1,7	M19A, 8/7	M40, 4/10
Front Mission 4	317/30	10,6	1,8	M23, 12/20	M23, 12/20
Front Mission 5 **(Normal)**	503/32	15,7	2,6	M11, 12/22	M15A, 11/36
Front Mission 5 **(Hard)**	546/32	17,1	2,8	M11, 12/26	M15A, 11/35

Missions with 20+ Enemies	Amount	Percentage
Front Mission Alternative	10 out of 52	19,00%
Front Mission 2089	5 out of 60	8,00%
Front Mission 1st **(O.C.U.)**	0 out of 35	0,00%
Front Mission 1st **(U.S.N.)**	1 out of 28	4,00%
Front Mission 2	18 out of 33	55,00%
Front Mission 3 **(DHZ)**	0 out of 60	0,00%
Front Mission 3 **(U.S.N.)**	0 out of 87	0,00%
Front Mission 4	1 out of 30	3,00%
Front Mission 5 **(Normal)**	12 out of 32	38,00%
Front Mission 5 **(Hard)**	13 out of 32	41,00%

Notes:

E/M Total shows the maximu
Pilot/Enemy is calculated ba
The pilot deployment numbe

The max amount of pilots yo
Front Mission Alternative - 9
Front Mission 2089 - 5 pilots
Front Mission 1st (O.C.U. Sc
Front Mission 1st (U.S.N. Sc
Front Mission 2 - 12 pilots
Front Mission 3 - 4 pilots
Front Mission 4 - 6 pilots
Front Mission 5 - 6 pilots

#6	#7	#8	#9	#10
M4A – 20	M4B – 20	M4C – 20	M23A – 20	M3B – 20
M36 – 19	M35 – 18	M30 – 18	M52 – 17	M21 – 17
M22 – 17	M25 – 16	M16 – 16	M8 – 16	M27 – 15
M7 – 14	S3 – 14	M16 – 13	M15 – 13	M14 – 13
M18 – 25	M30 – 25	M19 – 25	M17 – 25	M14 – 24
M21 – 15	M26 – 14	M13 – 14	M27 – 14	M7 – 13
M11 – 22	M24 – 22	M12B – 21	M17 – 21	M21 – 21
M12B – 25	M21 – 25	M16 – 24	M13A – 23	M20 – 23

Most P/E (B)	Highest E	Lowest E	Highest B
M7, 6/37	37	3	43
M37, 7/29	29	1	36
S3, 13/18	19	5	31
M8, 12/16	20	3	28
M18, 15/25	28	6	40
M31, 10/6	9	2	16
M45, 6/9	10	2	15
M23, 12/20	20	2	32
M15A, 11/36	36	3	47
M15B, 11/35	35	3	46

Guide:

M – Mission
S – Secret Mission
E/M - Enemy/Mission
Ave. - Average
P/E - Pilot/Enemy
P - Pilot
E - Enemy
B - Pilot + Enemy

ım number of enemies in all missions and the max number of missions in each entry.
sed on an Enemy Ave. statistic divided by the max amount of pilots you can deploy in a mission.
r is then calculated based on the max amount of pilots you can deploy on a regular basis.

u can deploy on a regular basis in each entry listed is as follows:
pilots

:enario) - 12 pilots
enario) - 7 pilots

Pilot	Game	Vehicle Name	Vehicle Type
Crimson Blow			
Genoce Felder	FMGH	GS-4X Heulen Wolf	Advanced WAP
Rook the Detonator	FMGH	GS-3S Feuer Zeug	WAP
Bishop the Berserker	FMGH	GS-3 Blut Duft	WAP
Sinsemilla			
Mary-Jane Delschaft (Top)	FMA	SWC-Proto Atropa Belladonna	Advanced WAW
Bazely Stebbins (Buds)	FMA	SW-Proto 1 Datura Chlorantha	Advanced WAW
Liebert Dwyer (Leaf)	FMA	SW-Proto 2 Datura Discolor	Advanced WAW
Sinsemilla (All)	FMA	TKS-03 Dyugoni	Mobile Weapon
Cerberus Garde			
Gustav Zelman	FMA	DC-SL Uragan	Advanced WAW
Grasse Z. Newmark	FMA	WAP-01 Cicada R	WAP
Kilborn	FMA	WAP-01 Cicada R	WAP
Spingarn	FMA	WAP-01 Cicada R	WAP
Vampires			
X-00 Vampire (Faceless)	FM2089	XW-Prototype Nosferatu	Advanced WAP
Vampires	FM2089	XW-N Alucard	WAP
X-02 Bahamut	FM2089-II	Algem TS	Mobile Weapon
Sakata Industries			
Driscoll (Normal)	FM1st	Type 11DS Raven	Advanced WAP
Driscoll (S-Type)	FM1st	Sakata Type XXPT Mir Orlen	Mobile Weapon
Koichi Sakata	FM1st	Growning	Mobile Weapon
Black Hounds			
Gail	FM1st	Type 11DS Raven	Advanced WAP
The Revolutionary Army			
Ven Mackarge	FM2	ISV09A-S Bismillah	Mobile Weapon
Dark Geese			
Domingo Kyatt	FM2	Giaour G3	WAP
Japanese Defense Force (JDF)			
Yuji Kuroi (DHZ Scenario)	FM3	P-Gun J10	Mobile Weapon
Imaginary Numbers			
Lukav Minaev (U.S.N. Scenario)	FM3	Kehei 0	Advanced WAP
Lukav Minaev (DHZ Scenario)	FM3	Xiangyu 2	Mobile Weapon
Jared Bogdanof (U.S.N. Scenario)	FM3	Kehei 4	Advanced WAP
Blauer Nebel			
Rolf Wagner	FM4	Gepard Neun	Advanced WAP
Niklas Glaeser	FM4	Svinets	Mobile Weapon
Zaftran Army			
Anizka Ivanonva Aleksandrov (Normal)	FM4	Zhuk II	Mobile Weapon
Anizka Ivanonva Aleksandrov (Injured)	FM4	Bogomol I	Mobile Weapon
Maksim Troadiev Vavilov	FM4	Vyzov Rog III	WAP
Vasko Luhkov Zeman	FM4	Svinets	Mobile Weapon
Grimnir			
Glen Duval (S-Type)	FM5	T-1 Brutal Wolf	Advanced WAP
Morgan Bernard	FM5	Kouten	Mobile Weapon

Body	Arms	Legs	Total	Other
N/A	N/A	N/A	N/A	Armor Level 5
N/A	N/A	N/A	N/A	Armor Level 5
N/A	N/A	N/A	N/A	Armor Level 4
20000	N/A	N/A	20000	1 platoon
22000	N/A	N/A	22000	1 platoon
26000	N/A	N/A	26000	1 platoon
30000	N/A	N/A	30000	1 platoon
40000	20000	20000	100000	1 platoon
12000	N/A	N/A	12000	
12000	N/A	N/A	12000	
12000	N/A	N/A	12000	
300	190	240	920	
160	112	130	514	
300	150	250	850	
250	250 L, 110 R	250	860	
999	N/A	N/A	999	2 x 2 squares
345	200	250	995	
250	250 L, 110 R	250	860	
999	N/A	777	1776	4 x 3 squares
288	177	244	886	
2500	N/A	2000	4500	2 x 2 squares
2500	1500	2000	7500	2 x 2 squares
2500	N/A	2000	4500	3 x 3 squares
1775	1065	1420	5325	2 x 2 squares
3000	990	2000	6980	
6000	N/A	N/A	6000	2 x 2 squares
6000	N/A	N/A	6000	2 x 2 squares
9800	N/A	N/A	9800	3 x 3 squares
1500	750	1000	4000	
6000	N/A	N/A	6000	2 x 2 squares
15922	N/A	N/A	15922	2 x 2 squares
14462	N/A	N/A	14462	3 x 3 squares

Game	Notes
FRONT MISSION 2	
Map(01) - 42 x 36 - O.C.U. Rimian M.F.B.	
Map(02) - 28 x 28 - Near O.C.U. Ramanston Base	
Map(03) - 42 x 36 - Downtown Dhaka	
Map(04) - 30 x 30 - Alordesh Coast	
Map(05) - 24 x 32 - Rescue Point	
Map(06) - 38 x 32 - P.O.W. Camp	
Map(07) - 36 x 30 - Central Dhaka	
Map(08) - 26 x 26 - Suburbs of Dhaka	
Map(09) - 20 x 20 - The Road to Diaraba	Smallest map
Map(10) - 16 x 26 - The Road to Diaraba (Highway)	
Map(11) - 40 x 30 - Diaraba Port	
Map(12) - 32 x 32 - Cargo Ship	
Map(13) - 38 x 28 - P.O.W. Camp	
Map(14) - 39 x 32 - Central Dhaka (Civilian District)	
Map(15) - 26 x 32 - O.C.U. Deean A.F.B.	
Map(16) - 30 x 30 - Suburbs of Bornea	
Map(17) - 39 x 32 - Central Dhaka (Civilian District)	
Map(18) - 42 x 36 - Downtown Dhaka	
Map(19) - 30 x 30 - Rimian Firing Range	
Map(20) - 44 x 27 - Central Dhaka (Capital District)	
Map(21) - 32 x 32 - Brahmaputra River	
Map(22) - 29 x 32 - Alordesh Coast	
Map(23) - 40 x 32 - O.C.U. Deean A.F.B. (Entrance)	
Map(24) - 52 x 30 - O.C.U. Deean A.F.B. (Airfield)	
Map(25) - 27 x 20 - Subway	
Map(26) - 49 x 30 - Old Factory	
Map(27) - 30 x 30 - Munitions Dump	
Map(28) - 30 x 30 - Riverbank Forest	
Map(29) - 45 x 39 - Intergehen Factory	Largest map
Map(30) - 34 x 34 - Intergehen Factory Interior	
Map(31) - 34 x 32 - LSHD-4 Monto	
Map(S01) - 40 x 28 - Area X Border	
Map(S02) - 35 x 30 - Forest near Dhaka	
FRONT MISSION 3	
Map - 24 x 14 - Yokosuka Base (Entrance)	Largest map by height
Map - 9 x 29 - Ravnui Embassy (Inside)	Largest map by width
Map - 20 x 20 - Yancheng Missile Base (Outside)	Largest map
Map - 6 x 6 - Tianlei (Wanzer Hangar)	Smallest map
FRONT MISSION 4	
Map(01) - 24 x 27 - Durandal Training Area	
Map(02) - 28 x 25 - Jutland	
Map(03) - 16 x 32 - German Base	Smallest map
Map(04) - 32 x 32 - Venezuelan Road	
Map(05) - 32 x 16 - Guinerama Base	
Map(06) - 32 x 32 - Polish Resource Base	
Map(07) - 48 x 32 - German Border	
Map(08) - 48 x 48 - Blauer Nebel Base	
Map(09) - 27 x 55 - Port Cumana	
Map(10) - 41 x 32 - Cumana City	
Map(11) - 40 x 24 - Rural Village	
Map(12) - 40 x 40 - Wassau	
Map(13) - 64 x 64 - Zaftran Border	Largest map
Map(14) - 50 x 50 - Caracas	

Map(15) - 32 x 32 - Governor's Manor	
Map(16) - 41 x 36 - Port Nicolaev	
Map(17) - 42 x 35 - Central Venezuela	
Map(18) - 32 x 40 - Iberian Megafloat Base	
Map(19) - 21 x 40 - Madeira Island	
Map(20) - 40 x 32 - Zaftran VTOL Base	
Map(21) - 48 x 28 - VTOL Base Underground	
Map(22) - 56 x 40 - Carrier Defense	
Map(23) - 34 x 41 - Zaftran Fortress Wall	
Map(24) - 44 x 48 - Zaftran Resource Base	
Map(25) - 33 x 29 - Suburbs of Caracas	
Map(26) - 56 x 56 - Downtown Caracas	
Map(27) - 32 x 32 - Paris Suburbs	
Map(28) - 53 x 48 - Paris	
Map(29) - 36 x 54 - Cumana Harbor	
FRONT MISSION 5	
Map(01) - 20 x 20 - O.C.U. Huffman Border	Smallest map
Map(02) - 20 x 20 - Residential Area, Freedom City	
Map(03) - 20 x 20 - Locusta Desert	
Map(04) - 35 x 36 - Freedom City	
Map(05) - 24 x 24 - Peseta City	
Map(06) - 36 x 36 - Fort Monus City	
Map(07) - 40 x 40 - Fort Monus City	
Map(08A) - 40 x 20 - Reef TD-103, Phoenix Islands	
Map(08B) - 40 x 20 - Reef TD-103, Phoenix Islands	
Map(09) - 36 x 36 - Reef TD-103, Phoenix Islands	
Map(10) - 47 x 46 - Reef TD-103, Phoenix Islands	
Map(11) - 40 x 40 - Gultimore Rig, Caspian Sea	
Map(12A) - 40 x 40 - Ya Dav, Rattanakiri Province	
Map(12B) - 40 x 40 - Ya Dav, Rattanakiri Province	
Map(13A) - 36 x 36 - Northeastern Jungle	
Map(13B) - 38 x 40 - Northeastern Jungle	
Map(14) - 46 x 48 - Border Defense Base	
Map(15A) - 46 x 48 - Border Defense Base	
Map(15B) - 46 x 48 - Border Defense Base	
Map(16) - 46 x 46 - Kampot Harbor	
Map(17) - 28 x 39 - Testing Facilities	
Map(18) - 30 x 47 - Manaus Airport	
Map(19) - 30 x 30 - Auzangate Peak	
Map(20) - 60 x 30 - Battambang City	
Map(21) - 36 x 60 - Underground Facilities	
Map(22) - 35 x 34 - Kampot Harbor	
Map(23) - 36 x 36 - Iceberg Fields, Alaska	
Map(24) - 36 x 36 - Synchrotron Outer Rim	
Map(25) - 36 x 36 - Synchrotron Outer Rim	
Map(26) - 12 x 58 - Linac Maintenance Tunnel	
Map(27) - 48 x 48 - Reactor	Largest map

Name	WAP Name	WAP/Vehicle	Game	Specialty
(Main Characters)				
Albert Grabner	FN-8G	Harby G	FMGH	Assault
Brenda Lockheart	Carbonara	MCC220 Tadpole	FMGH	Sniper
Clark Wilson	FN-8GL	Harby GL	FMGH	Assault
Emil Szynsky	EPI4-R1	Rybinskoe 1	FMGH	Mechanic
Luven Al-Hadi	DF4B2-1	Jester 1	FMGH	Grenadier
Axel Bongo	YN6-R1	Squirrel 1	FMGH	Assault
Akihito Sakata	SVK-R1	Suigetsu 1	FMGH	Jammer
Rook the Detonator	DC3L-R1	Feurzeug 1	FMGH	Sniper
Anita Diamonte	HC-2R1	Espada 1	FMGH	Assault
(Optional Characters)				
Kagemitsu	N/A	N/A	FMGH	Recon
(Main Characters)				
Earl McCoy	RJ-26	Bloodhound G	FMA	Commander
Bruce Blakewood	RJ-24	Bloodhound	FMA	Assault
Dal Furphy	RJ-24	Bloodhound	FMA	Assault
Peter Liking	RJ-26	Bloodhound G	FMA	Commander
Manley Benissad	RJ-24	Bloodhound	FMA	Assault
Joe Onosai	RJ-24	Bloodhound	FMA	Assault
Norman Reitz	RJ-26	Bloodhound G	FMA	Commander
Braham Magnusson	RJ-24	Bloodhound	FMA	Assault
Max Busternack	RJ-24	Bloodhound	FMA	Assault
Michael Landoldt (Eugene Borchert)	RJ-28	Bloodhound Mk.2	FMA	Assault
(Main Characters)				
Ernest J. Salinger (Storm)	Wolf Head	Zenith	FM2089	Assault
Rei Amamiya (Rain)	Blue Iris	Zenith	FM2089	Assault
Stan Williams (Champ)	Claymore	Calm	FM2089	Striker
Kate S. Houjou (Oddeye)	Wild Cat	Calm	FM2089	Launcher
Ash Wright-Firth (Gray)	Crusader	Husky Mk.IV	FM2089	Sniper
(Temporary Characters)				
Hepaist	N/A	Daian TT-22	FM2089	Mechanic
Roy (Dark Knight)	X-03	XW-N Alucard	FM2089	Assault
(Main Characters)				
Albert Masel (Tornado)	Blaze Shot	Zenith	FM2089-II	Assault
Serena Sana (Valkyrie)		Galbo	FM2089-II	Assault
Mist		Pabotte	FM2089-II	Striker
Jose		Husky Mk.III	FM2089-II	Gunner
Dan Nguyen (Napalm)		Zora 3A	FM2089-II	Launcher
Hinata		takes over Serena Sana's	FM2089-II	Assault
O.C.U. Scenario				
(Main Characters)				
Royd Clive	Shrike	Zenith	FM 1st	Commander
Ryuji Sakata	Raioh	Zenith	FM 1st	Assault
Natalie F. Blakewood	Primrose	Husky Mk.III	FM 1st	Assault
Keith Carabell	Jerrycan	Galbo	FM 1st	Assault
Joynas Jeriaska (J.J.)	Hunter	Giza	FM 1st	Assault
Frederick Lancaster	Witness	Tendus	FM 1st	Striker
Yang Meihua	Gyokuran	Husky Mk.IV	FM 1st	Striker
Hans Goldwin	Trojan	Moth VR.5	FM 1st	Missileer
Molly O'Donnell	Tommy	Tendus	FM 1st	Striker
Yang Yeehin	Garyo	Type 90X	FM 1st	Assault

Gentz Weizer	Lich	Orgel	FM 1st	Commander
Peewie Richberg Jr.	N/A	Daian TT-22	FM 1st	Mechanic
(Optional Characters)				
Paul C. Greiber	Rainbow	Pabotte II	FM 1st	Missileer
Alder Weiss	Cowboy	Husky Mk.IV	FM 1st	Striker
Gregorio Maias	Kong	Avenir	FM 1st	Striker
Bobby Hopkins	Death	Zearaid	FM 1st	Assault
Porunga	Natural	Vonart	FM 1st	Striker
Ralph Dian	Cancer	Zeroa	FM 1st	Striker
U.S.N. Scenario				
(Main Characters)				
Kevin Greenfield	Lynx	Calm	FM 1st	Commander
Johnny Sanders	Mirage	Calm	FM 1st	Assault
Matthew D. Lorenzo	Chestnut	Calm	FM 1st	Striker
Halle Fiennes	Dahlia	Tempest	FM 1st	Mechanic
Howard Wong	Reaver	Tempest	FM 1st	Missileer
Gina Davies	Breeze	Peregrine	FM 1st	Sniper
Ghetta Cedric	Void	Frost	FM 1st	Striker
(Temporary Characters)				
Darril Traubel	Infernal	Blizzaia 2	FM 1st	Striker
Billy Renges	Mundane	S-Orcus	FM 1st	Sniper
Ash's Scenario				
Ash Faruk	Bounder	Zenith V	FM2	Assault
Joyce S. Whitfield	Dusk Man	Giza 4C	FM2	Missileer
Amia McCalum	Cute Bird	Zenith V	FM2	Assault
Pike A. Reischauer	Basurero	Kafir M1	FM2	Missileer
Lisa's Scenario				
Lisa Stanley	Topaz	Giza 4C	FM2	Missileer
Sayuri Mitsuzuka	Bold Cat	Giza 4C	FM2	Assault
Griff Burnam	Kasumi	Zenith V	FM2	Striker
Cordy Hoffa	Durabler	Zenith V	FM2	Striker
Maylan Malda	Nouko	Warlus M3	FM2	Striker
Thomas' Team				
Thomas Norland	Ace Joker	Zenith V	FM2	Striker
Rocky Armitage	Jack Arms	Zenith V	FM2	Striker
Roswell Tarana	Bilancia	Giza 4C	FM2	Missileer
(Main Characters)				
Kazuki Takemura	N/A	Zenith Rev	FM3	Striker
Ryogo Kusama	N/A	Kyojun Mk.107	FM3	Assault
DHZ Scenario				
Aliciana Takemura	N/A	Meledyne M1	FM3	Missileer
Hei Fong Liu	N/A	Shangdi 1	FM3	Sniper
Miho Shinjo	N/A	Kyokei Mk.108	FM3	Sniper
Pham Louys	N/A	Zeros	FM3	Striker
Lan Xiao Hua	N/A	Tieqi 4	FM3	Assault
Mayer Edward	N/A	Enyo Mk.109	FM3	Missileer
U.S.N. Scenario				
Emir (Emma) Kramskoi	N/A	Drake M2C	FM3	Missileer
Dennis Vicarth	N/A	Recson M4F	FM3	Sniper
Yun Lai Fa	N/A	PAW2 Prov	FM3	Assault
Jose Astrada	N/A	PAW1 Pare	FM3	Sniper
Marcus Allen	N/A	Grapple M1	FM3	Striker

Li Xiang Mei	N/A	Gaety	FM3	Assault
Linny Barilar	N/A	Foura M12A	FM3	Missileer
E.C Scenario				
Elsa Eliane	Verseau	Zenith	FM4	Assault
Zead Elger	Squire	Wildgoat	FM4	Missileer
Hermes Sturges	Charon	Giza	FM4	Mechanic
Latona Rodiona Vasilev	Koroleva	Stork Mk.IV	FM4	Jammer
Dieter Bosch	Nachtauge	Tatou	FM4	Recon
Beck Canova	Prodezza	Zelt	FM4	Comms
U.S.N. Scenario				
Darril Traubel	Infernal	Blizzaia L	FM4	Assault
Billy Renges	Mundane	Recsys	FM4	Sniper
Phillip Chaeffer	Celestial	Giza	FM4	Mechanic
Luis Perez	Tierra	Husky Mk.V	FM4	Assault
Ines Torres	Guardia	Calm 200	FM4	Grenadier
Carl Thammond	Abominator	Husky S	FM4	Assault
(Main Characters)				
Walter Feng	N/A	Frost	FM5	Assault
Randy O'Neill	N/A	Eldos	FM5	Mechanic
Edward Collins	N/A	takes over Randy O'Neill's	FM5	Mechanic
Hector Reynolds	N/A	takes over Edward Collins'	FM5	Mechanic
(Secondary Characters)				
Damon Manfield	N/A	Cheyenne	FM5	Launcher
Jamie Binson	N/A	Recson	FM5	Gunner
Christine Coolidge	N/A	Numsekar	FM5	Striker
Jim McClellan	N/A	Uisk	FM5	Jammer
Julius Bancroft	N/A	N/A	FM5	Mechanic
(Optional Characters)				
Darril Traubel	Infernal	Blizzaia L	FM5	Striker

Pilot Levels	Job Levels	AP Max	AP Charge	Skill Slots	Color-Camo	Color-Armor
99	N/A	N/A	N/A	N/A	N/A	N/A
99	N/A	N/A	N/A	N/A	N/A	N/A
99	N/A	N/A	N/A	N/A	N/A	N/A
99	N/A	N/A	N/A	N/A	N/A	N/A
99	N/A	N/A	N/A	N/A	N/A	N/A
99	N/A	N/A	N/A	N/A	N/A	N/A
99	N/A	N/A	N/A	N/A	N/A	N/A
99	N/A	N/A	N/A	N/A	N/A	N/A
99	N/A	N/A	N/A	N/A	N/A	N/A
99	N/A	N/A	N/A	N/A	N/A	N/A
150	N/A	N/A	N/A	41	Light Gray	N/A
150	N/A	N/A	N/A	41	Light Gray	N/A
150	N/A	N/A	N/A	41	Light Gray	N/A
150	N/A	N/A	N/A	41	Light Gray	N/A
150	N/A	N/A	N/A	41	Light Gray	N/A
150	N/A	N/A	N/A	41	Light Gray	N/A
150	N/A	N/A	N/A	41	Light Gray	N/A
150	N/A	N/A	N/A	41	Light Gray	N/A
150	N/A	N/A	N/A	41	Light Gray	N/A
150	N/A	N/A	N/A	41	Light Gray	N/A
150	N/A	N/A	N/A	41	Light Gray	N/A
50	48	N/A	N/A	5	White 0	N/A
50	48	N/A	N/A	5	White 0	N/A
50	48	N/A	N/A	5	White 0	N/A
50	48	N/A	N/A	5	White 0	N/A
50	48	N/A	N/A	5	White 0	N/A
50	48	N/A	N/A	5	N/A	N/A
50	48	N/A	N/A	5	Black 0	N/A
99	99	N/A	N/A	5	White	N/A
99	99	N/A	N/A	5	White	N/A
99	99	N/A	N/A	5	White	N/A
99	99	N/A	N/A	5	White	N/A
99	99	N/A	N/A	5	White	N/A
99	99	N/A	N/A	5	White	N/A
50	48	N/A	N/A	5	White 0	N/A
50	48	N/A	N/A	5	Gray 0	N/A
50	48	N/A	N/A	5	Red 2	N/A
50	48	N/A	N/A	5	Blue 1	N/A
50	48	N/A	N/A	5	Green 0	N/A
50	48	N/A	N/A	4	Red 2	N/A
50	48	N/A	N/A	3	Red 2	N/A
50	48	N/A	N/A	3	Bronze 0	N/A
50	48	N/A	N/A	4	Purple 0	N/A
50	48	N/A	N/A	4	Red 2	N/A

50	48	N/A	N/A	2	Blue 0	N/A
50	48	N/A	N/A	1	N/A	N/A
50	48	N/A	N/A	4	Green 0	N/A
50	48	N/A	N/A	3	Bronze 0	N/A
50	48	N/A	N/A	3	Green 0	N/A
50	48	N/A	N/A	4	Gray 0	N/A
50	48	N/A	N/A	5	Green 1	N/A
50	48	N/A	N/A	3	Black 0	N/A
50	48	N/A	N/A	5	Black 0	N/A
50	48	N/A	N/A	5	Black 0	N/A
50	48	N/A	N/A	5	Black 0	N/A
50	48	N/A	N/A	4	Red 1	N/A
50	48	N/A	N/A	4	Blue 0	N/A
50	48	N/A	N/A	3	Green 1	N/A
50	48	N/A	N/A	3	Red 0	N/A
50	48	N/A	N/A	5	Brown 0	N/A
50	48	N/A	N/A	5	Brown 0	N/A
30	30	15	15	4	Zeltbahn	N/A
30	30	15	15	4	Dead Leaves	N/A
30	30	15	15	4	Spot	N/A
30	30	15	15	4	Crack	N/A
30	30	15	15	4	Pea	N/A
30	30	15	15	4	Moldy Orange	N/A
30	30	15	15	4	Tree Frog	N/A
30	30	15	15	4	Jaguar	N/A
30	30	15	15	4	Alordesh Army	N/A
30	30	15	15	4	Midnight Blue	N/A
30	30	15	15	4	Broad Bean	N/A
30	30	15	15	4	Ocean Surface	N/A
8	25	30	12	6	Gray	N/A
8	25	30	12	6	Sand Yellow	N/A
8	25	30	12	6	White	N/A
8	25	30	12	6	Urban Camo	N/A
8	25	30	12	6	White	N/A
8	25	30	12	6	Pink	N/A
8	25	30	12	6	Brown	N/A
8	25	30	12	6	Desert Camo	N/A
8	25	30	12	6	Light Blue	N/A
8	25	30	12	6	Light Blue	N/A
8	25	30	12	6	Red	N/A
8	25	30	12	6	Orange	N/A
8	25	30	12	6	Dark Blue	N/A

8	25	30	12	6	Black	N/A
8	25	30	12	6	Yellow	N/A
30	6	34	34	48	Urban 1	Silver Gray
30	6	36	36	44	Urban 1	Silver Gray
30	6	34	34	46	Urban 1	Silver Gray
30	6	34	34	46	Urban 1	Silver Gray
30	6	34	34	46	Urban 1	Silver Gray
30	6	36	36	44	Urban 1	Silver Gray
30	6	34	34	48	Geometric 1	Cement
30	6	34	34	48	Geometric 1	Cement
30	6	34	34	46	Geometric 1	Cement
30	6	34	34	46	Canyon 1	Ash Gray
30	6	36	36	44	Canyon 1	Ash Gray
30	6	34	34	48	Canyon 1	Ash Gray
50	10	29	18	16	U.S.N. Urban	Old Gray
50	10	29	18	16	U.S.N. Urban	Old Gray
50	10	29	18	16	Wyvern	Light Gray
50	10	29	18	16	Barghest	Dark Gray
50	10	29	18	16	U.S.N. Urban	Old Gray
50	10	29	18	16	U.S.N. Urban	Old Gray
50	10	29	18	16	U.S.N. Urban	Old Gray
50	10	29	18	16	U.S.N. Urban	Old Gray
50	10	29	18	16	Wyvern	Light Gray
50	10	29	18	16	Geometric A	Old Gray

Color-Line
N/A
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Open Green
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Cherry
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Cherry
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Name	Game	Level
(Main Characters)		
Albert Grabner	FMGH	1
Brenda Lockheart	FMGH	2
Clark Wilson	FMGH	2
Emil Szynsky	FMGH	6
Luven Al-Hadi	FMGH	12
Axel Bongo	FMGH	16
Akihito Sakata	FMGH	21
Rook the Detonator	FMGH	26
Anita Diamonte	FMGH	24
(Optional Characters)		
Kagemitsu	FMGH	1

Name	Game	Mobility	Attack	Defense
(Main Characters)				
Earl McCoy	FMA	30	40	30
Bruce Blakewood	FMA	30	40	30
Dal Furphy	FMA	30	40	30
Peter Liking	FMA	30	40	30
Manley Benissad	FMA	30	40	30
Joe Onosai	FMA	30	40	30
Norman Reitz	FMA	30	40	30
Braham Magnusson	FMA	30	40	30
Max Busternack	FMA	30	40	30
Michael Landoldt (Eugene Borchert)	FMA			Takes

Name	Game	Fight	Short	Long
(Main Characters)				
Ernest J. Salinger (Storm)	FM2089	0	200	0
Rei Amamiya (Rain)	FM2089	0	0	0
Stan Williams (Champ)	FM2089	0	0	0
Kate S. Houjou (Oddeye)	FM2089	0	0	0
Ash Wright-Firth (Gray)	FM2089	200	200	500
(Temporary Characters)				
Hepaist	FM2089	0	0	0
Roy (Dark Knight)	FM2089	2500	3500	3500

Name	Game	Fight-Max	Short-Max	Long-Max
(Main Characters)				
Albert Masel (Tornado)	FM2089-II	5000	9990	5000
Serena Sana (Valkyrie)	FM2089-II	5000	9990	5000
Mist	FM2089-II	9990	3010	5010
Jose	FM2089-II	4000	7000	9990
Dan Nguyen (Napalm)	FM2089-II	7000	5000	9990
Hinata	FM2089-II	5000	9990	5000

Name	Game	Melee	Short	Long
O.C.U. Scenario				
(Main Characters)				
Royd Clive	FM1st	0	0	0
Ryuji Sakata	FM1st	0	0	0
Natalie F. Blakewood	FM1st	0	0	0
Keith Carabell	FM1st	0	0	0
Joynas Jeriaska (J.J.)	FM1st	0	0	0
Frederick Lancaster	FM1st	95	65	155

Yang Meihua	FM1st	670	155	320
Hans Goldwin	FM1st	450	700	1000
Molly O'Donnell	FM1st	500	500	150
Yang Yeehin	FM1st	600	2000	1200
Gentz Weizer	FM1st	1200	1200	1200
Peewie Richberg Jr.	FM1st	100	300	100
(Optional Characters)				
Paul C. Greiber	FM1st	200	200	450
Alder Weiss	FM1st	480	800	160
Gregorio Maias	FM1st	1200	500	400
Bobby Hopkins	FM1st	340	2000	1020
Porunga	FM1st	740	1110	370
Ralph Dian	FM1st	2800	900	2100
U.S.N. Scenario				
(Main Characters)				
Kevin Greenfield	FM1st	0	0	0
Johnny Sanders	FM1st	0	0	0
Matthew D. Lorenzo	FM1st	0	0	0
Halle Fiennes	FM1st	51	350	52
Howard Wong	FM1st	0	200	420
Gina Davies	FM1st	280	2400	696
Ghetta Cedric	FM1st	2000	1800	1500
(Temporary Characters)				
Darril Traubel	FM1st	1500	1000	300
Billy Renges	FM1st	350	350	1500
Name	**Game**	**Honor**	**Control**	**Sight**
Ash's Scenario				
Ash Faruk	FM2	5	18	19
Joyce S. Whitfield	FM2	5	15	18
Amia McCalum	FM2	5	17	17
Pike A. Reischauer	FM2	5	14	16
Lisa's Scenario				
Lisa Stanley	FM2	5	17	19
Sayuri Mitsuzuka	FM2	5	18	18
Griff Burnam	FM2	5	18	15
Cordy Hoffa	FM2	20	18	12
Maylan Malda	FM2	65	17	12
Thomas' Team				
Thomas Norland	FM2	5	18	15
Rocky Armitage	FM2	5	19	14
Roswell Tarana	FM2	5	14	18
Name	**Game**	**Melee**	**Shotgun**	**Grenade**
(Main Characters)				
Kazuki Takemura	FM3	Yes	Yes	N/A
Ryogo Kusama	FM3	N/A	N/A	N/A
DHZ Scenario				
Aliciana (Alisa) Takemura	FM3	N/A	N/A	N/A
Hei Fong Liu	FM3	N/A	N/A	N/A
Miho Shinjo	FM3	Yes	Yes	N/A
Pham Louys	FM3	Yes	N/A	N/A
Lan Xiao Hua	FM3	N/A	N/A	N/A
Mayer Edward	FM3	N/A	N/A	N/A

U.S.N. Scenario				
Emir (Emma) Kramskoi	FM3	N/A	N/A	N/A
Dennis Vicarth	FM3	N/A	N/A	N/A
Yun Lai Fa	FM3	N/A	Yes	N/A
Jose Astrada	FM3	N/A	N/A	N/A
Marcus Allen	FM3	Yes	N/A	N/A
Li Xiang Mei	FM3	N/A	N/A	N/A
Linny Barilar	FM3	N/A	N/A	N/A
Name	**Game**	**Speed**	**Evasion**	**Weapon-C**
E.C Scenario				
Elsa Eliane	FM4	18	33%	MG-3, SG-2
Zead Elger	FM4	16	24%	ML-2
Hermes Sturges	FM4	17	30%	MG-2
Latona Rodiona Vasilev	FM4	19	30%	ML-3
Dieter Bosch	FM4	18	42%	MG-2
Beck Canova	FM4	17	24%	N/A
U.S.N. Scenario				
Darril Traubel	FM4	18	33%	SG-3, ML-3
Billy Renges	FM4	18	30%	N/A
Phillip Chaeffer	FM4	17	27%	MG-2
Luis Perez	FM4	18	33%	MG-3, SG-3
Ines Torres	FM4	16	24%	ML-2
Carl Thammond	FM4	18	30%	MG-3
Name	**Game**	**ST Evasion**	**Pilot Type**	**Callsign 1**
(Main Characters)				
Walter Feng	FM5	0%	Tactical	Red 6
Randy O'Neill	FM5	0%	Defensive	Tango 14
Edward Collins	FM5	0%	Defensive	Blue Leader
Hector Reynolds	FM5	-10%	Defensive	Black Leader
(Secondary Characters)				
Damon Manfield	FM5	0%	Aggressive	N/A
Jamie Binson	FM5	0%	Aggressive	N/A
Christine Coolidge	FM5	0%	Aggressive	N/A
Jim McClellan	FM5	0%	Aggressive	N/A
Julius Bancroft	FM5	0%	Support	N/A
(Optional Characters)				
Darril Traubel	FM5	0%	Support	N/A

Total	Mobility-P	Attack-P	Defense-P	Total Points
100	0	0	0	0
100	0	0	0	0
100	0	0	0	0
100	0	0	0	0
100	0	0	0	0
100	0	0	0	0
100	0	0	0	0
100	0	0	0	0
100	0	0	0	0

s over Dal Furphy's stats when he joins.

Agility	Total	Pilot Level
200	400	3
0	0	1
0	0	1
0	0	1
100	1000	5
0	0	1
2000	11500	28

Agility-Max	Total-Max
8010	28000
8010	28000
9990	28000
7010	28000
6010	28000
8010	28000

Dodge	Total	Pilot Level
0	0	1
0	0	1
0	0	1
0	0	1
0	0	1
250	565	3

154	1299	5
350	2500	10
100	1250	5
600	4400	16
1200	4800	17
500	1000	5
450	1300	6
160	1600	7
400	2500	10
340	3700	14
1480	3700	14
800	6600	21
0	0	1
0	0	1
0	0	1
100	553	3
58	678	3
380	3756	14
1000	6300	20
1050	3850	14
1050	3250	12

Mechanic	Vitality
15	12
18	9
14	12
18	12
17	11
14	12
12	17
14	20
13	18
13	18
12	17
20	10

Machine Gun	Flamethrower	Cannon	Rifle	Missile	Beam
N/A	N/A	N/A	N/A	N/A	N/A
Yes	N/A	N/A	N/A	N/A	N/A
N/A	N/A	N/A	N/A	Yes	N/A
N/A	N/A	N/A	Yes	N/A	N/A
N/A	N/A	N/A	N/A	N/A	N/A
N/A	N/A	N/A	N/A	N/A	N/A
N/A	Yes	N/A	N/A	N/A	N/A
N/A	N/A	N/A	N/A	Yes	N/A

N/A	N/A	N/A	N/A	Yes	N/A
N/A	N/A	N/A	Yes	N/A	N/A
N/A	N/A	N/A	N/A	N/A	N/A
N/A	N/A	N/A	Yes	N/A	N/A
N/A	N/A	N/A	N/A	N/A	N/A
Yes	N/A	N/A	N/A	N/A	N/A
N/A	N/A	N/A	N/A	Yes	N/A

Weapon-M	Weapon-L	EMP-S	EMP-A	EMP-M	EMP-L
N/A	N/A	50%	50%	50%	50%
N/A	MS-3	N/A	50%	N/A	N/A
N/A	N/A	N/A	50%	50%	N/A
N/A	N/A	50%	100%	100%	50%
N/A	N/A	50%	N/A	50%	N/A
N/A	MS-2	N/A	N/A	50%	N/A
N/A	N/A	50%	50%	N/A	N/A
RF-3	N/A	50%	50%	N/A	N/A
N/A	N/A	50%	N/A	N/A	N/A
N/A	N/A	50%	50%	50%	50%
BZ-2	GR-3, RK-3	N/A	N/A	N/A	N/A
N/A	N/A	50%	50%	N/A	N/A

Callsign 2	Callsign 3	Callsign 4
Tango 6	Red Leader	Black 6
Tango 7	N/A	N/A
Red 2	N/A	N/A
Black 1	N/A	N/A
N/A	N/A	N/A
N/A	N/A	N/A
N/A	N/A	N/A
N/A	N/A	N/A
N/A	N/A	N/A
N/A	N/A	N/A

EMP-B
N/A
N/A
50%
50%
50%
50%
N/A
N/A
N/A
N/A
N/A
N/A

Skill Type	Game	Total
Mobility	FMA	6
Attack	FMA	7
Defense	FMA	6
Mobility + Attack	FMA	12
Attack + Defense	FMA	6
Defense + Mobility	FMA	4
Overall	FMA	41
Fight	FM2089	3
Short	FM2089	3
Long	FM2089	1
Link	FM2089	1
Overall	FM2089	8
Striker	FM2089-II	18
Assault	FM2089-II	18
Gunner	FM2089-II	9
Launcher	FM2089-II	9
Mechanic	FM2089-II	12
Other	FM2089-II	5
Overall	FM2089-II	71
Melee	FM1st	3
Short	FM1st	3
Long	FM1st	1
Overall	FM1st	7
Power	FM2	10
Speed	FM2	10
Special	FM2	10
Field	FM2	10
Super	FM2	12
Honor	FM2	20
Overall	FM2	72
Battle	FM3	78
Passive	FM3	18
Overall	FM3	96
Battle	FM4	79
Command	FM4	10
Passive	FM4	20
Overall	FM4	109
Battle	FM5	58
Command	FM5	9
Enemy	FM5	5
Leader	FM5	9
Link	FM5	6
Passive	FM5	7
Special	FM5	15
Overall	FM5	109

Stat	Game	Value	Other
Output	FM2089	500	add 90 with BP
Output	FM2089-II	500	add 100 with BP
Output	FM1st	500	add 90 with BP
Output	FM2	500	add 81 with BP
Output	FM3	350	add 90 with BP
Output	FM4	840	add 250 with BP
Output	FM5	3358	add 734 with BP
Accuracy	FMA	99%	N/A
Accuracy	FM2089	99%	N/A
Accuracy	FM2089-II	99%	N/A
Accuracy	FM1st	99%	N/A
Accuracy	FM3	147%	N/A
Accuracy	FM4	30%	N/A
Accuracy	FM5	24%	N/A
Evasion	FM2	67%	N/A
Evasion	FM3	59%	N/A
Evasion	FM4	43%	add 10% with Body Evasion, 53% total
Evasion	FM5	44%	add 0% with Body Evasion, 44% total
Move	FM2089	25	12 squares, 2 Move Cost
Move	FM2089-II	16	8 squares, 2 Move Cost
Move	FM1st	25	12 squares, 2 Move Cost
Move	FM2	17	8 squares, 2 Move Cost
Move	FM3	6	19 Dash
Move	FM4	8	11 Move Plus/14 Move Plus + Last Dash
Move	FM5	10	N/A

Game	Time to Complete	Voice-Overs	New Game+	Hard Mode	Mission Branching
FMGH	15-20 hours	N/A	No	No	No
FMA		N/A	No	No	Yes
True Ending	10-15 hours	N/A	No	No	Yes
All Endings	25-30 hours	N/A	No	No	Yes
FM2089	20-25 hours	N/A	Yes	Yes	Yes
FM2089-II	20-25 hours	N/A	N/A	N/A	No
FM1st		N/A	Yes	Yes	No
O.C.U. Scenario	15-20 hours	N/A	Yes	Yes	No
U.S.N. Scenario	10-15 hours	N/A	Yes	Yes	No
FM2		N/A	No	No	No
Original Version	55-60 hours	N/A	No	No	No
History Version	40-45 hours	N/A	No	No	No
FM3		Yes	Yes	No	Yes
DHZ Scenario	35-40 hours	Yes	Yes	No	Yes
U.S.N. Scenario	40-45 hours	Yes	Yes	No	Yes
FM4	30-35 hours	Yes	Yes	No	No
FM5	35-40 hours	Yes	Yes	Yes	Yes
FME	10-15 hours	Yes	Yes	Yes	No

Secret Missions	Briefings	Arena	Network	Simulations	Tutorials	Other
No	No	No	No	No	No	2-player co-op
No	Yes	No	No	Yes	No	N/A
No	Yes	No	No	Yes	No	Play all 32 missions
No	Yes	No	No	Yes	No	Play all 5 ending paths
No	Yes	Yes	No	No	Yes	N/A
N/A	Yes	No	No	Yes	Yes	N/A
Yes	Yes	Yes	No	No	Yes	N/A
Yes (5)	Yes	Yes	No	No	Yes	N/A
Yes (5)	Yes	Yes	No	No	Yes	N/A
Yes	Yes	Yes	Yes	No	Yes	N/A
Yes (2)	Yes	Yes	Yes	Yes	Yes	N/A
Yes (2)	Yes	Yes	Yes	Yes	Yes	Quick Battle used
No	No	No	Yes	Yes	Yes	30 minutes, voice-overs
No	No	No	Yes	Yes	Yes	N/A
No	No	No	Yes	Yes	Yes	N/A
No	No	No	No	Yes	Yes	1 hour, voice-overs
No	Yes	Yes	No	Yes	Yes	3 hours, voice-overs
No	No	No	No	No	Yes	90 minutes, voice-overs

	Name	Game	FM1st
	(Characters)		
1	Emir Kramskoi	FM3	
2	Jose Astrada	FM3	
3	Pham Louys	FM3	
4	Magarda Bahmarum	FM3	
5	Wells Pitoeff	FM3	
6	Manalo Felipe	FM3	
7	Marcus Allen	FM3	
8	Cindy Pezant	FM3	
9	Hatari Kautilya	FM3	
10	Rebecca Siddens	FM3	
11	Gregory Helliger	FM3	
12	Anthony Perkins	FM3	
13	Phillip Chaeffer	FM4	**Phillip Schaeffer**
	(Organizations)		
14	United States of the New Continent	Series	**Unified Continental States**
15	Schnecke	Series	**Schnecke**
	(Wanzers)		
16	Calm	FM1st	**Calm**
17	Zenith Rev	FM3	
18	Recson	FM3	
19	Grille Sechs	FM3	
20	Beine Drei	FM3	
21	Raupe Vier	FM3	
22	PAW1 Pare	FM3	
23	PAW2 Prov	FM3	
24	Uisk	FM3	
25	Gaety	FM3	
26	Kehei	FM3	
27	Igel Eins Horn	FM4	**Igel Eins H**
	(Weapons)		
28	22sn Leosocial	FM1st	**22sn Leosocial**
29	Artassaut Deux	FM1st	**Artassaut Deux**
30	FV-24	FM1st	**FV-24**
31	Catrsay	FM1st	**Catsray**
32	Auden	FM2	
33	Sieger	FM1st	**Zieger**
34	Slab	FM1st	**Slab**
35	Runge	FM2	
36	Fear Knuckle	FM3	
37	High Buster	FM3	
38	Sharp Pile	FM3	
39	Heavy Pile	FM3	
40	Crazy Hammer	FM2	
41	Last Stake	FM3	
42	Keen Axe	FM3	
43	Celece	FM1st	**Ceres**
44	Plover	FM2	
45	Lazy Horn	FM2	
46	Skua	FM2	

47	Wild GGR	FM3	
48	Ragos	FM1st	**Ragos**
	(Other)		
49	Brain Type (B-Type) Device	FM1st	**B-device**
50	Sensory Type (S-Type) Device	FM1st	**S-device**
51	FENRIR	FM2	

FM3	FM4
Emir Klamsky	
Jose Estrada	
Pham Luis	
Magarda Bamarm	
Pierre Wells	
Monaro Felipe	
Marcus Armstrong	
Cindy Peasants	
Hatari Khartoum	
Rebecca Sydney	
Greg Hargile	
Anthony Barkins	
United States of the New Continent	Unified Continental States
Schnecker	Schnecke
Karm	Calm
Zenislev	
Rekson	Recson
Grezex	Grille 6
Vinedrai	
Lanze	
Pare PAW1	
Prov PAW2	
Whisk	Uisk
Getty	Geity
	Igel 1 Horn
	22sn Leosocial
	Artdeux
	FV-24
	Catsray
Odin	Auden
	Srab
Fear Fist	
Big Buster	
Sharp Spike	
Heavy Spike	Heavy Pile
War Hammer	
Last Strike	Last Stake
Cleave Axe	
	Plaver
Wanzerfaust	Lazy Horn
	Skua

Faust GGR	
	Ragosu

FME
Unified Continental States
Schnecke
Calm
Rexon
Grille 6
Wisk
Kahei
Leosocial 22
F24 Vulcan
Castray
Seiger
Celece
Skau

Guide:

Incorrect
Correct

FENRIL

FRONT MISSION: GUN HAZARD

Special Missions

Mandatory On-Foot Missions:	Location:
Bergen HQ	Bergen, First Trip
Osten Village	Centkrich
Resistance HQ	Vorkuta
Shadak	Vorkuta
Prison Carrier "Ghaleon"	Al Hari
Emingen	Bergen, Second Trip
Tangany Diet	Zamboli
Via Blanca Interior	Esporte

Mandatory Ally Missions:	Ally:
Sivilska, Launch Tunnel	Luven Al-Hadi
Sivilska, Red Shark Base	Akihito Sakata

Optional Ally Missions (Extra Story Events):	Ally:
Sivilska, Oil Platform	Axel Bongo
Sivilska, Vaiachev Coast	Axel Bongo
Machu Picchu, Underground Complex	Axel Bongo
Machu Picchu, Jose's Airfield	Rook the Detonator
Esporte, Via Blanca Interior	Rook the Detonator
Sentinel, Sentinel Command	Rook the Detonator

Optional Ally Missions (Underwater Combat):	Allies:
Sivilska, Red Shark Fleet	Brenda Lockheart
Sivilska, Kara Sea	Brenda Lockheart
Sivilska, Kovskaya Bay	Brenda Lockheart

Optional Ally Missions (Aerial Combat):	Allies:
Machu Picchu, Jose's Airfield	Brenda Lockheart, Rook the Detonator, Anita Diamonte
Sentinel, Escort Fleet	Brenda Lockheart, Rook the Detonator, Anita Diamonte

FRONT MISSION 2089

Mobile Phone Version Exclusives

Can choose side to play as: O.C.U. or U.S.N.
Asks if player has played any Front Missions before; answer will change arrangement of battle maps
Can pick a character to play as: Male (Storm) or Female (Rain); choice will change pilot growth rates
Can select a mission to play from a list of missions; difficulty is identified through a * scale
Each mission has a second version where the player's ability to play the game is scored
Second versions of missions have a variety of conditions that the player must meet
Scoring is decided by how many conditions the player meets during a mission
Mission awards (parts, weapons) are given out to the player based on their mission score
Mission scores are tracked around Japan, showing the best scores per mission
All but the extra missions are have second versions of them
Can download the Arena application to use the Arena feature; application does not come with the game
Can fight against the enemy AI, or other players online through the Arena application

FRONT MISSION 2

Mission Leaders

Leaders:	Missions:
Ash	01, 02, 10, 13, 24, 25, 26, 27, 28, 29, 30, 31, S01

Amia	23, 24
Thomas	03, 04, 07, 09, 11, 12, 14, 16, 17, 18, 19, 20, 23, S02
Lisa	05, 06, 07, 08, 15, 16, 21, 22

FRONT MISSION 3

Stock Limits

24 wanzers
12 computers
16 backpacks
41 hand weapons
24 shoulder weapons
64 items

FRONT MISSION 4

North American Exclusive Gear

Frame Parts:	**Found In:**
Blizzaia S2	E.C and U.S.N. Simulators 13
Zhelanie IV	E.C. Simulator 14
TYPE XX	E.C. Simulator 14

Support Parts:	**Found In:**
JP75-Adler II - Jetpack	E.C. Simulator 14
JPx-Tajna - Jetpack	E.C. and U.S.N. Simulators 14
SE0x-Udacha - Sensor	E.C. and U.S.N. Simulators 14

Attacking Parts:	**Found In:**
TYPE XX SG - Shotgun	E.C. Simulator 14
TYPE XX MG - Machine Gun	E.C. Simulator 14
TYPE XX MS - Missile Launcher	E.C. Simulator 14
TYPE XX GR - Grenade Launcher	E.C. Simulator 14
Rock Buster - Knuckle	U.S.N. Simulator 14

Simulator Rewards:	**Found In:**
JP75-Adler II - Jetpack	E.C. and U.S.N. Simulators 13
EMP9F-Licorne II - EMP	E.C. Simulator 13
RD33-Glocke II - Radio	E.C. Simulator 13
Angel Shield II - Shield	U.S.N. Simulator 13
RP2R-500VS - Repair	U.S.N. Simulator 13

FRONT MISSION 5

Stock Limits

	Notes:
104 wanzers	6 leftover slots with all named parts
104 backpacks	80 leftover slots with all backpacks and visual changes
104 hand weapons	2 leftover slots with all Hard Mode-only hand weapons
104 shoulder weapons	14 leftover slots with two of every shoulder weapon